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SOUL REAVER

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"...the first truly massive adventure
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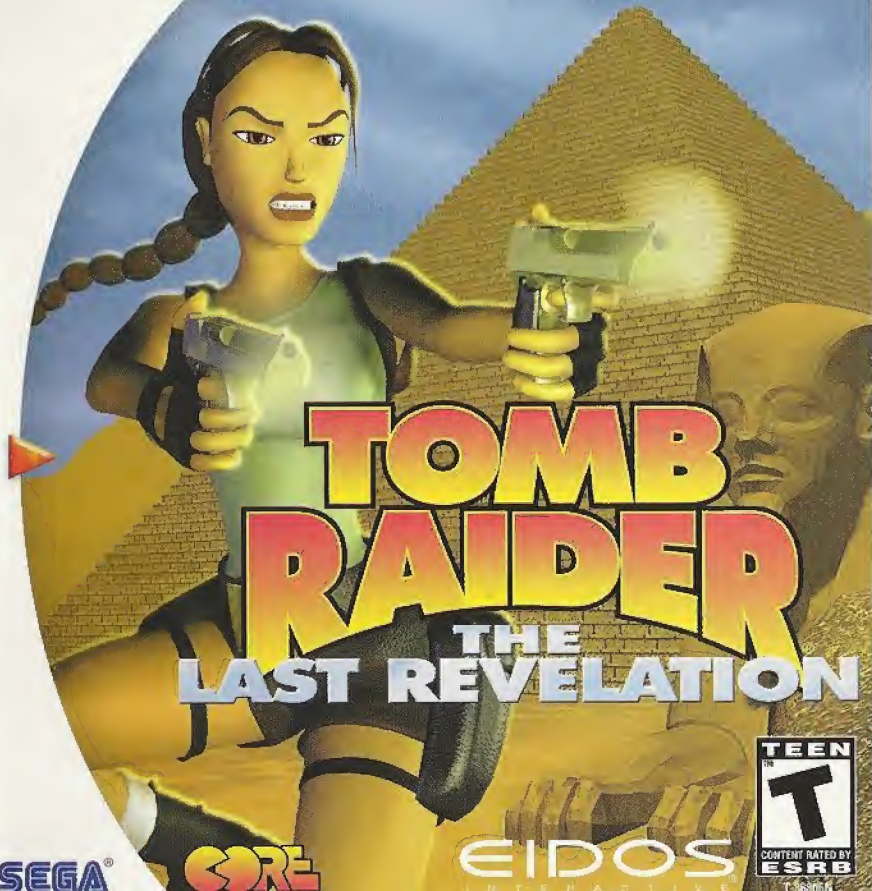
-OFFICIAL SEGA DREAMCAST MAGAZINE



EIDOS
INTERACTIVE™
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CRYSTAL
DYNAMICS

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TOMB RAIDER

THE LAST REVELATION



SEGA

SEGA

CORE

EIDOS

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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PROPHECY

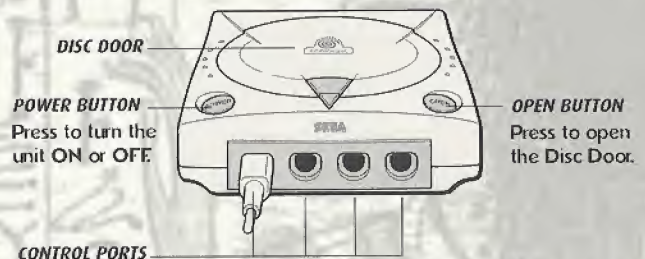
I Semerkhet, high priest of Horus, forewarn that he who removes the Amulet shall have released Set. He who walked abroad with the Jackals at the dawn of man shall once again violate the earth.

Set, Ruler of Evil, will again be Free at the turn of a distant Millennia. At his heel plagues and locusts.

Harvests fail under the broken skies.

And Set sayeth: "I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands, and shall be ceaseless."

SEGA DREAMCAST™

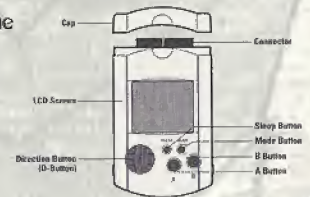


Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Tomb Raider: The Last Revelation uses **Control Port A**.

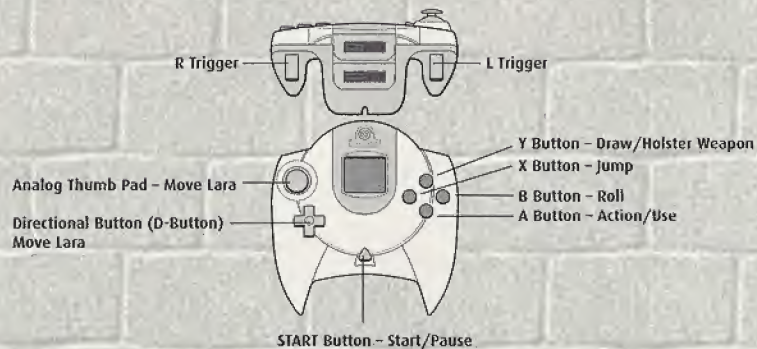
VISUAL MEMORY UNIT (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller **BEFORE** turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



GAME CONTROLS



Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

For all controllers, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.



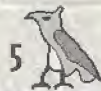
JUMP PACK

Tomb Raider: The Last Revelation supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



CONTROLLING LARA

Directional Button (D-Button)	Move Lara at a running pace
Analog Thumb Pad	Up: Walk forward Down: Step backward Left or right: Sidestep left or right
A Button	Action
Y Button	Draw/Holster weapon
X Button	Jump
B Button	Roll (also works underwater)
R Trigger with D-Button up	Sprint when moving forward; press X Button while sprinting to dive and roll forward
R Trigger	Duck when standing still; use D-Buttons while ducking to crawl
L Trigger with Analog Thumb Pad	Press and hold to use laser sight/Look around



L Trigger	Tap to change target
L + R Triggers (press simultaneously)	Draw flare; throw flare if Lara already has one in her hand
START	Pause (display Pause Menu)/Unpause

BINOCULARS/LASER SIGHT

L Trigger	Zoom in
R Trigger	Zoom out
Y Button	Return to normal view

VEHICLES

JEEP

Position Lara next to the door and press Action (default: A Button) to climb into the Jeep.

Note: Lara must have the ignition keys to drive the Jeep.

A Button	Accelerate
X Button	Brake
L Trigger	Shift up (forward)
R Trigger	Shift down (reverse)
D-Buttons left/right	Turn left/right
X Button + D-Button left	Exit Jeep when stationary



MOTORCYCLE & SIDECAR

Position Lara next to the motorcycle and press Action (default: A Button) to climb on.

D-Buttons	Turn left or right/Pull back
A Button	Accelerate
X Button	Brake
R Trigger	Nitro
X Button + D-Button right	Dismount when stationary



MENU CONTROLS

Use either the Analog Thumb Pad or D-Button to navigate through the Menu Screens. Use the B Button to return one level and the A Button to select throughout all menus.

Move the Analog Thumb Pad or D-Button left/right to toggle through individual category options.

MAIN MENU

Following the EIDOS/CORE FMV sequence, you will see the Main Menu. At this screen the following options are available:

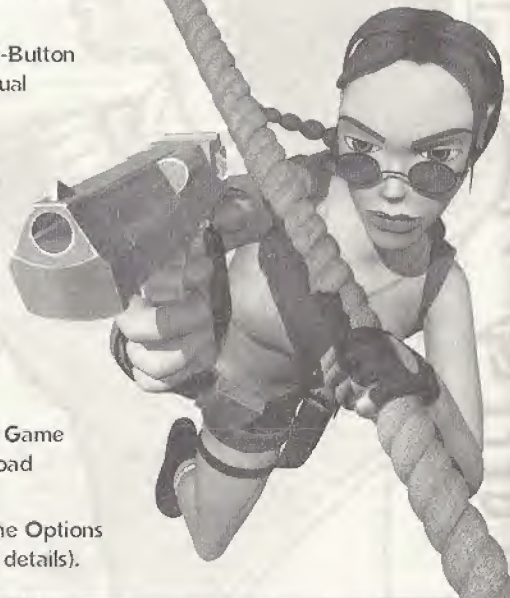
NEW GAME - Join Lara on a new adventure.

LOAD GAME - Access the Saved Game screen, where you can choose to load a previously saved game.

OPTIONS - Display the Options Menu (see page 9 for details).



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PAUSE MENU

Pressing **START** while in the game will pause the action and display the Pause Menu with the following options:

INVENTORY - Bring up the Inventory (described on page 20.)

STATISTICS - See how well you're progressing through the adventure.

OPTIONS - Bring up the Options menu with the following options:

- **Music Volume** - Adjust the music volume.
- **SFX Volume** - Adjust the volume of in-game sound effects.
- **Control Method** - Choose between **DIGITAL** and **ANALOG**.
- **Audio Setting** - Choose between **STEREO** and **MONO**.

EXIT TO TITLE - Return to the Title screen without saving your game.

RESUME - Carry on with your game.



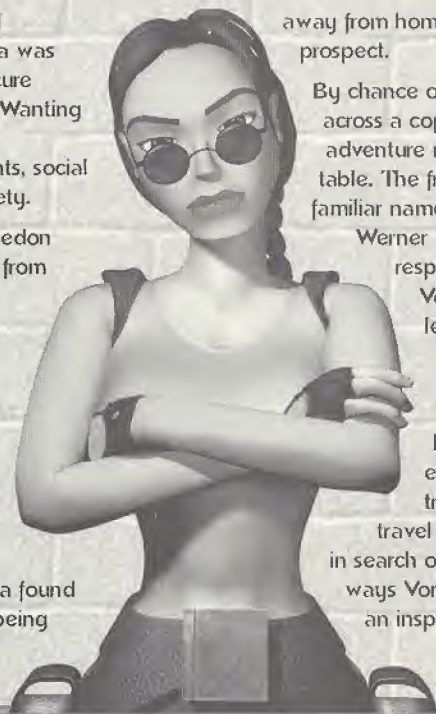
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THE BEGINNING

The daughter of Lord Henshingly Croft, Lara was brought up in the secure world of aristocracy. Wanting for nothing, she was surrounded by servants, social events and high society.

Lara attended Wimbledon High School for Girls from the age of 11. Now that she was 16, her parents decided that Lara should broaden her education by studying for her "A" levels at one of England's most prominent boarding schools. An adventurous soul, Lara found the idea of being sent



away from home an exciting prospect.

By chance one day Lara came across a copy of a well known adventure magazine on the hall table. The front cover featured a familiar name - Professor Werner Von Croft. A respected archaeologist, Von Croft had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to remote locations in search of adventure. In some ways Von Croft had become an inspirational figure for Lara.

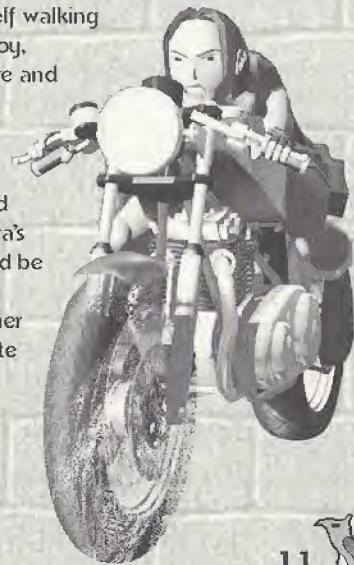
As Lara read further, she learned that Von Croft was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Lara burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croft on his expedition. Lord Croft could hardly disagree that travel was an education in itself.

As Lara argued the case further, he found himself walking over to the desk and penning a letter to Von Croft, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croft's reply assured the Henshingly Crofts that the territories were friendly and that he had ample experience to look after both his and Lara's well being. Lara's company as an assistant would be welcome, as was the offer of such a generous check. He remembered Lara from his lecture - her incessant yet insightful questions had made quite an impression upon him.

And so it was agreed by all that Lara would accompany Von Croft for the rest of the tour ...

Once the game begins, listen carefully to Von Croft. His teaching and advice will prove invaluable on your travels ...



ACTIONS

MOVING

RUNNING/SPRINTING

Using the D-Buttons moves Lara at a running pace. Pressing Sprint (default: R Trigger) makes her temporarily sprint. A small energy bar appears; when the bar depletes Lara will revert back to a run.

WALKING/SIDE STEPPING

Pressing the Analog Thumb Pad up or down makes Lara carefully walk forward or backward. Pressing it left or right makes Lara sidestep. As long as you're pressing the Analog Thumb Pad, Lara will not fall off any edge; if she walks up to an edge, she will automatically stop.

ROLL

Pressing Roll (default: B Button) makes Lara roll forward and finish up facing the opposite direction. This also works when Lara is underwater.

JUMPING

Lara can jump in any direction to evade enemies. Press

Jump (default: X Button) and Lara will jump straight up into the air. Move the D-Button immediately after pressing Jump and Lara will jump in that direction.



Tomb Raider: The Last R

Name _____
Address _____
City _____ State _____
Phone (____) _____ E-mail _____

Is this your first Eidos purchase?
 Yes No

Tell us about yourself:
Gender M F

Date of Birth M ____ D ____ Y ____

What type of games do you prefer?

- Adventure Action
- Fighting Role Playing
- Simulation Sports
- Racing

Did you rent this game before purchasing it? Yes No

Where did you purchase this game?

- Mass merchant (i.e. Walmart, Target)
- Software specialty (i.e. EB, Babbage's)
- Mail Order
- Toy Store
- Internet (i.e. eToys)

How did you hear about this game?

- Friend Sales Clerk
- Magazine ad TV ad
- Game Review Internet
- Demo Disc Rental
- Saw on Shelf Other _____

Which publications do you regularly read?

- Official Sega Dreamcast.. Magazine
- EGM Spin
- Game Fan Game Pro
- Next Generation PS Extreme
- Marvel Comics DC Comics
- Incite Details
- Maxim

Which systems do you own?

- PlayStation® game console
- Sega Dreamcast- Pentium PC
- Game Boy®Color Nintendo®64

Do you have access to the internet?

- Yes No



ACTI

MOVING **Revelation**

RUNNING _____

Using the _____
(default: _____ Zip _____)
appears _____

WALKING Pressing carefully or right pressing
Please, check the websites below that you regularly visit.
Pressing eidos.com
carefully videogames.com ___ CNET.com
or right sega.com ___ Other _____
pressing IGN.com

off any automatics
What was the main reason you purchased this game?
Magazine Review ___ Played Demo

ROLL Pressing forward direction underwater
Print Advertising ___ Packaging
TV Advertising ___ Price
Sales clerk recommended
Recommended by friend
Other _____

JUMPING Lara can
How would you rate this game?
A ___ B ___ C ___ D



DCTRTRLR1

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win!



Pressing down or Roll (default: B Button) immediately after a forward jump makes Lara somersault in the air and land facing the opposite direction. This works when jumping backward by pressing up or Roll after takeoff.

SWIMMING

UNDERWATER

If Lara finds a deep pool of water, she can jump in and swim. Lara can hold her breath for about one minute; if she is still underwater after that, she'll drown.

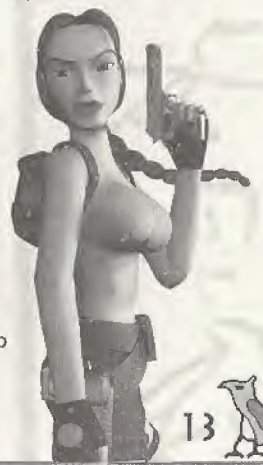
Use the D-Buttons to move Lara in the water. Pressing Jump (default: X Button) makes Lara swim. Lara can pull levers and pick up objects underwater. Position Lara close to the object and press Action (default: A Button).

SWIMMING ON THE SURFACE

Use the sidestep actions to make Lara swim left or right when she's on the surface of the water. Pressing Jump (default: X Button) makes Lara dive under the surface again. Pressing the D-Button up while pressing Action (default: A Button) when Lara is close to an edge will make her climb out.

WADING IN SHALLOW WATER

Lara won't swim in waist-deep water; instead she wades. The controls are basically the same as when she is on dry land, except that it is slower going and she can only jump on the spot, not in a direction.



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ATTACKING

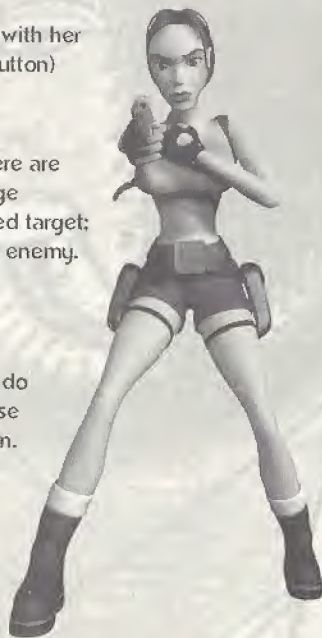
DRAWING AND FIRING WEAPONS

Press Draw (default: Y Button) to arm Lara with her current weapon. Press Action (default: A Button) to fire the weapon.

When Lara has her guns drawn, if she sees a potential target, she will lock onto it. If there are multiple enemies, tap the L Trigger to change targets. Press Action to shoot at the selected target; tap the L Trigger again to switch to another enemy. If Lara loses sight of the enemy, the lock-on is broken.

LOCK-ON LIMITATION

While Lara has her guns drawn, she cannot do anything that involves using her hands. These actions are described in the following section.



OTHER ACTIONS

VAULTING

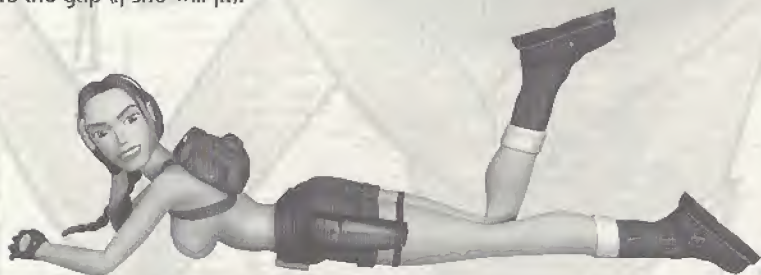
If Lara is faced with an obstacle that she can climb over, pressing the D-Button up while pressing Action (default: A Button) makes her vault onto it.

CLIMBING WALLS

Some walls are climbable. If Lara comes across such a surface, pressing the D-Button up while pressing Action (default: A Button) makes her jump up (if there is room) and catch handholds on the wall. She will hang on as long as you hold down Action. She can then climb up, down, left and right in the direction you press the D-Button.

Lara can climb around the edges of some surfaces. Press Jump (default: X Button) to make Lara jump backward away from the wall.

When Lara reaches the top of a ladder, she may see a small opening. Press Duck (default: R Trigger) to make Lara duck; press the D-Button to make her crawl into the gap (if she will fit).



CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole and press and hold Action (default: A Button), or run, jump and grab the pole. While climbing, keep Action pressed or Lara will let go. While Lara is on the pole, press the D-Button up or down to make Lara climb up and down, and press left or right to make her rotate around the pole. Press Jump (default: X Button) to make Lara backflip off.

CLIMBING ROPES

Lara grabs hold of ropes, rotates, climbs up and down and jumps off in the same way as when she's climbing poles. Use Sprint (default: R Trigger) to make the rope swing from side to side. Press Jump (default: X Button) to make Lara jump forward off the rope.

DUCK AND CRAWL

Make Lara duck by pressing Duck (default: R Trigger). Crawl by keeping the R Trigger pressed while using the D-Buttons to move Lara.

GRABBING HOLD OF LEDGES

If Lara is near a ledge while she is jumping, pressing and holding Action (default: A Button) makes her grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it



anywhere (not just on ledges). Press the D-Buttons left or right and Lara will shimmy sideways and even around corners of certain surfaces. Pressing the D-Button up makes Lara climb up to the level above. Release Action and Lara will drop.

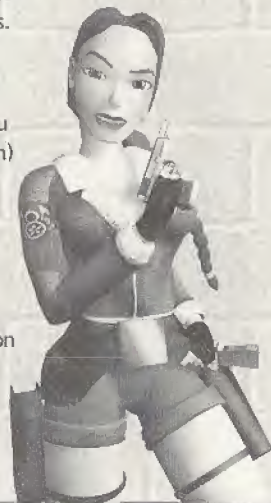
MONKEY SWING

If Lara discovers an overhead frame, she may decide to monkey swing across it. To perform this, press Jump (default: X Button) to jump up to the frame, immediately press Action (default: A Button) to grab onto the frame, and while still holding Action, press the D-Button up to swing forward. Pressing the D-Button left or right makes Lara hang and rotate. Releasing Action causes Lara to release the bars.

PICKING UP OBJECTS

Lara can retrieve objects and store them in her Inventory. Position Lara in front of the object you want to retrieve. Press Action (default: A Button) and she will pick up the object.

Often, enemies drop objects when they are defeated; it's always worth checking out their bodies just in case there's a useful object to be found. Some objects can be broken, revealing valuable pick-ups. Objects may also be placed on blocks and hidden inside walls - in this case, press Action to reach in and grab them.



USING SWITCHES/SOLVING PUZZLES

Many puzzles await Lara; these will take many unusual forms. You may simply need to flick a switch by positioning Lara near the switch and pressing Action (default: A Button). For other puzzles you may need to collect two halves of an object, combine them in the Inventory and use them as a key.

THE CROWBAR

Lara may need to pry items from walls or pry open doors. To do this she'll need a crowbar. Select the crowbar from the Inventory to use it.

USING FLARES

If Lara finds herself in the dark and has any flares in her Inventory, she can get one out and light it by highlighting the Flare icon in Inventory and pressing the A Button. Pressing the L + R Triggers simultaneously will also draw a flare.

Once Lara draws a flare, it will light up her surroundings for a minute or so. While she is carrying the flare she can still vault or climb - flares even work underwater.

To discard the flare, drop it by pressing Draw (default: Y Button). To throw the flare a longer distance, press the L + R Triggers simultaneously.



PUSHING/PULLING OBJECTS

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand in front of the object and hold down Action (default: A Button). Lara will get into her ready stance. Press the D-Button down to pull the object and press up to push it. To end this task, release Action.

LOOKING AROUND

Pressing Look (default: L Trigger) makes the camera go directly behind Lara. While holding down Look, use the Analog Thumb Pad to make Lara look around. When you release Look, the view returns to normal.

TIP: When lining Lara up for a jump, press Look to see what direction she is facing.

INVENTORY

Press **START** during a game to bring up the Pause Menu, then select **INVENTORY** to see a list of items Lara is carrying. Use either the Analog Thumb Pad or the D-Buttons to navigate through the Inventory and press the **A** Button to select. Depending on the object highlighted, a menu may be displayed. For example, highlighting the crossbow presents these options:

EQUIP – Arm Lara with the weapon.

COMBINE – Ready the item for combination with certain other items also held in the Inventory, i.e. the laser sight.

CHOOSE AMMO – Choose from the available ammunition (collected during the game) for your selected weapon.

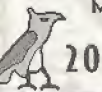
Press **START** to exit the Inventory.

MEDIPAKS

Using a small MediPak (when collected) will restore one-half of Lara's health and also act as a poison antidote.

Using a large MediPak will fully restore Lara's health and also act as a poison antidote.

Beware: some enemies will poison Lara. In that case, her health bar will appear and begin flashing yellow, decreasing as it flashes. Use either a small or large MediPak as an antidote before Lara's health bar disappears.



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SAVE GAME

To save the game at any point, display the Inventory and select **SAVE GAME**. Select a Visual Memory Unit (VMU) and slot and press the **A** Button. Your Save Game will be automatically named. There are a total of five Save Game files; if the VMU is full you may select a previously used file to overwrite.

Note: While saving a game file, never turn **OFF** the Sega Dreamcast power, remove the **VMU** or disconnect the controller.

LOAD GAME

To load a previously saved game, display the Inventory and select **Load Game**. Then select the game you want to load.



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CREDITS

CORE DESIGN LTD.

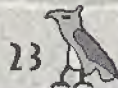
Sega Dreamcast Programming	Alex Davis Ray T'ian	Music & Sound FX	Peter Conelly
Programmers	Chris Coupe Martin Gibbins Derek Leigh-Gilchrist	Original Story	Pete Duncan Dr. Kieron O'Hara Richard Morton Andy Sandham
AI Programming	Tom Scutt	Script	Hope Calon Andy Sandham
Additional Programmers	Richard Flower Martin Jensen	Producer	Troy Horton
Animators	Phil Chapman Jerr O'Carroll	QA	Tiziano Grillo Nick Connolly Hayos Fatunmbi Paul Field Steve Wakeman Ben Twose Dave Ward Jason Churchman
Level Designers	Pete Duncan Andrea Cordella Jamie Morton Richard Morton Andy Sandham Joby Wood	Casting & Voice Production	Phil Morris - All in the Game Ltd.
FMV Sequences	Peter Barnard David Reading Mall Furniss Simeon Furniss John Lilley	Thanks to	Jonell Elliott Phil Callaghan Mick Harrison Joe Scutt-Phillips
Additional Artwork	Damon Godley Mark Hazleton Steve Huckle Steve Hawkes Darren Wakeman	Executive Producers	Jeremy H. Smith Adrian Smith



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CIDOS INTERACTIVE

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QA Manager/Test Lead	Brian King		
Assistant Lead	Corey Fong		
QA	Erich Adams Shiloh Anadeto Lars Bakken Chris Bruno Phil Campbell Joe Damon Ryan Ellison Daniel Franklin Rich Krinock Mark Medeiros Billy Mitchell Jacob Rohrer Ken Schmidt Barbara Smith Shawn Taylor Franklin Vasquez Benny Ventura Ben Walker	Special Thanks	Rob Dyer Nick Earl Mike McGarvey James Poole Robert Barrett Kevin Weston Dave Cox Mike Kelly JoKathryn Reavis Katrina Medema
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		Manual Design	Carol Ann Hanshaw
		Package Design	Price Design Team



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NOTES



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